

VENGEANCE CLASS GRAND CRUISER

EXPERIMENTAL RULES FOR A NEW SHIP CLASS

by Warwick Kinrade



This month sees the arrival of Fanatic's latest Battle Fleet Gothic miniature. Designed by John Manders, one of the studios master mouldmakers, the Vengeance class first started out as the Furious class Grand Cruiser. Most of you will recognise the Furious as Bob Henderson's winning design from the Planet Killer 'Design a Ship' competition. We liked his idea of a ship that straddled the line between Chaos and Imperial ship design so much, and though his conversion looked great, we got John on the case to professionally sculpt the ship based on the idea.

Of course, once everybody had included their suggestions about what the final ship should look like, how the model would work with the current range of plastic sprues etc, in the end what we had was an entirely different-looking model.

So we decided that what we actually had, drawing on Bob's original idea, was a different class of ship. Hence, the Furious was renamed the Vengeance.

Because the ship sits between Imperial and Chaos designs we thought it would be a nice touch to allow both fleets to use it. Either it is a very early Imperial ship (hence the prow), or a very late Chaos ship.

The next nice touch was that John designed the ship in such a way as to fit with plastic weapons sprues. The top weapons points on the Vengeance will take any of the Chaos weapons batteries, lance batteries or launch bays. The lower weapons points will take any of the Imperial weapons batteries, lance batteries or launch bays. This is on top of having its own unique parts as well. And this was not all.

John had been even more cunning. The Vengeance's bridge will also fit either of the plastic Chaos bridges, whilst its forward fire control bridge, midway along the ships hull, can be replaced by the plastic Imperial bridge.

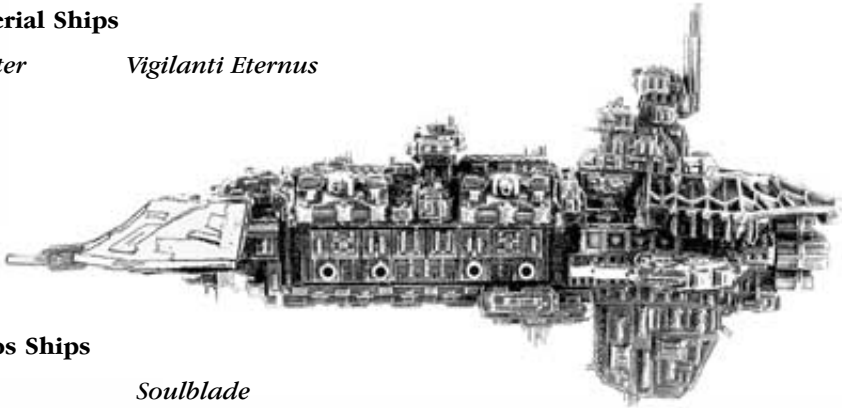
This gave us a bewildering array of possible new ships from the one hull (literally hundreds if my maths is good - which it isn't!).

This month, we are releasing the Vengeance itself and two conversions; the Avenger and Retaliator, one an Imperial vessel, the other a traitor. Next month we will detail two more conversions, again one for each side, the Exonerator and the Resurrection class.

You can find details of how to buy these conversions kits on the mail order pages. Enjoy!

Famous Imperial Ships

The Coventanter *Vigilanti Eternus*



Famous Chaos Ships

Dawndeath *Soulblade*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20cm	45°	2	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port lance battery		45cm	2		Left
Starboard lance battery		45cm	2		Right
Port weapons battery		60cm	10		Left
Starboard weapons battery		60cm	10		Right

The Vengeance class straddles the line between earlier and later Imperial ship design.

The ship can be seen with the beginnings of the characteristic armoured prow, although as yet the extra armour had not been added. Today, the Vengeance remains part of the Imperial fleet reserve, regarded by most admirals as an old warhorse, past its best days. Vengeances have also been identified as part of Traitor fleets, dating back to the mass mutiny that split the Imperial fleet in half during the Great Betrayal. Since then Imperial ship design has slowly evolved, but within the warp, where time does not follow a linear path, ships can survive untold millenia as if it were only yesterday. Within the Eye of Terror it is believed that ships which actually fought in the great battles of the Heresy may still exist.

The active Vengeance class Grand Cruisers that are part of the Segmentum Obscurus fleet are generally deployed in squadrons whose ongoing mission is to patrol and defend the systems lying around the Eye of Terror in a constant vigil against Chaos incursions. Other Vengeances are scattered across Imperial fleet reserves throughout Segmentum Obscurus and Segmentum Pacificus, as second-line units, replacement squadrons and mothballed as war reserves.

Several patrolling squadrons of Vengeance's have, whilst engaged in routine duties, strayed into the Eye itself, either lured there in pursuit of raiders or caught in a sudden and unpredictable flare or expansion. Such patrols are never seen again, although reports of Vengeance class Grand Cruisers supporting renegade raids and even Black Crusades have been on the increase.

**INCLUDING A VENGEANCE CLASS
IN YOUR FLEET**

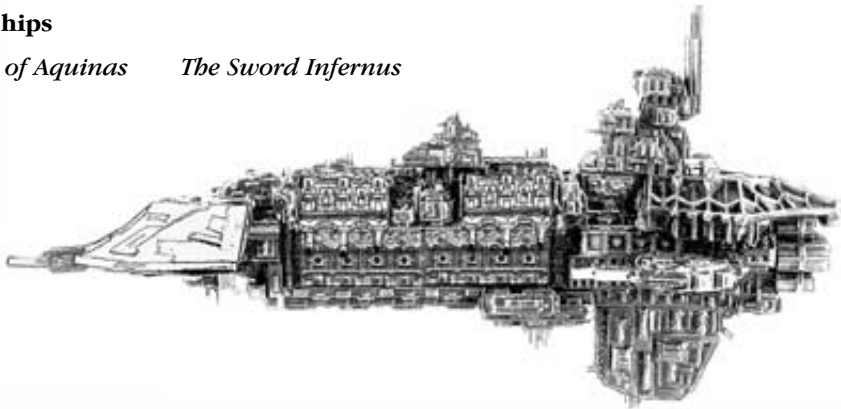
You may include a Vengeance in either a Chaos or Imperial fleet.

For the purposes of including a Vengeance in an Imperial fleet they count as a Battlecruiser. Like a Battlecruiser you may include one Grand Cruiser in your fleet for every two cruisers. This is instead of a Battlecruiser, not as well as.

For the purposes of including a Vengeance in a Chaos fleet they count as a Grand Cruiser. You may include one Grand Cruiser in your fleet for every three cruisers or heavy cruisers.

Famous Ships

Guardian of Aquinas The Sword Infernus



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20cm	45 °	2	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port weapons battery		30cm	16		Left
Starboard weapons battery		30cm	16		Right

The Avenger is a hang-over from earlier days, and earlier fleet tactics. It is a gun boat, designed as a line breaker. The squadrons of Avengers would deploy behind a shield of escort vessels or light cruisers. As the fleets closed the range they would accelerate to full speed, racing into the midst of an enemy fleet. Once in the heart of the enemy it would sit, its heavy batteries blazing left and right, trading barrages at point blank range. The plan called for two or three squadrons of Avengers to cause (and usually take) very heavy damage, but its big batteries could out-shoot most enemies at close quarters. The disruption and damage caused by this brutal tactic of close quarters slugging would leave the enemy fleet in disarray, and easy prey to follow waves who could then mop up.



As tactical doctrine changed so the Avenger's place in many Imperial fleets became redundant. The Avenger was relegated from front-line duty. Many had their batteries stripped out for use elsewhere. Some squadrons where mothballed in fleet reserves, but when hard-pressed, the Avenger can once again be seen racing into the heart of the enemy.

INCLUDING AN AVENGER CLASS

You may include the Avenger in an Imperial fleet. They count as a Battlecruiser. Like a Battlecruiser you may include one Grand Cruiser in your fleet for every two cruisers. This is instead of a Battlecruiser, not as well as.

MAKING AN AVENGER CLASS

To make an Avenger class Grand Cruiser replace the lance batteries in the top row of weapons points on both sides of the Vengeance with plastic Chaos weapons batteries.

Next, replace the Vengeance's metal weapons batteries in the lower weapon positions with two plastic Imperial weapons batteries. Again, do this on both sides.

Now you should have a Grand Cruiser with weapons batteries in all of it's 'hard points'.

As a final touch replace the metal forward fire control bridge on the Vengeance with the plastic Imperial bridge. Complete, one Avenger class is ready to be sprayed and painted to match the rest of your Imperial fleet.

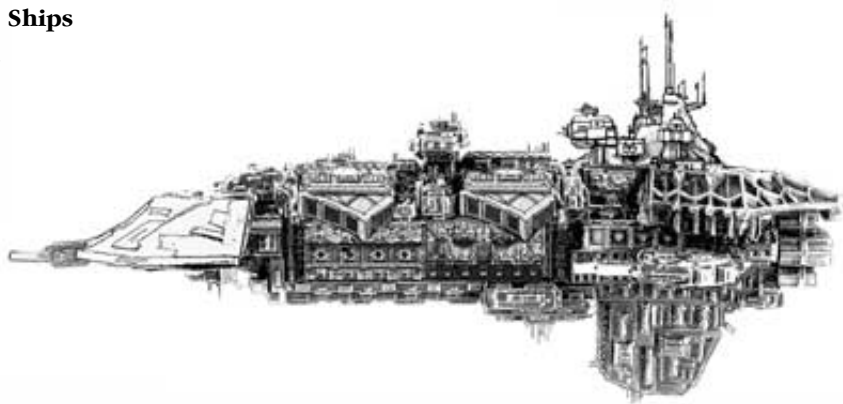
Note: You will need two Chaos cruiser weapon sprues to make this variant.

'All ahead full and damn the torpd...'

*Final order of Captain Rienhard of the
Avenger class Grand Cruiser
'The Sword Infernus'*

Famous Ships

Foebane



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20cm	45 °	2	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port weapons battery		30cm	6		Left
Starboard weapons battery		30cm	6		Right
Port lance battery		45cm	2		Left
Starboard lance battery		45cm	2		Right
Port launch bays		Swiftdeaths 30cm	2 squadrons		-
		Doomfires 20cm			
Starboard launch bays		Swiftdeaths 30cm	2 squadrons		-
		Doomfires 20cm			

Special : The Foebane has improved thrusters and may move 5D6 cm when on All Ahead Full orders. This cost no extra points.

The Retaliator class was part of the Galan V garrison fleet that mutinied against Imperial Rule in M35. After a two day pitched battle around the planet's three moons which saw four of the traitor vessels destroyed, taking three Imperial cruisers with them the rebel squadron disengaged, fled out of the system and made the jump into the warp, led by the squadron command vessel, Foebane. Since the 'Treachery of Galan' the squadron (which has now taken its command ship's name) has been identified as part of the raiding fleets of three renegade Warmasters, and has been involved in fleet actions in Segmentum Obscurus, Segmentum Solar and Ultima Segmentum. The Foebane and her sister ships were last positively identified during the Raid on Magdellan Prime, now over 100 years ago, which destroyed fifty percent of the planet's orbital defences.

INCLUDING A RETALIATOR CLASS

You may include the Retaliator in a Chaos fleet. They count as a Grand Cruiser. You may include up to one Grand Cruiser in your fleet

for every three cruisers or heavy cruisers.

MAKING A RETALIATOR CLASS

To make a Retaliator class Grand Cruiser replace the lance batteries in the top row of weapons points on both sides of the Vengeance with plastic Chaos launch bays.

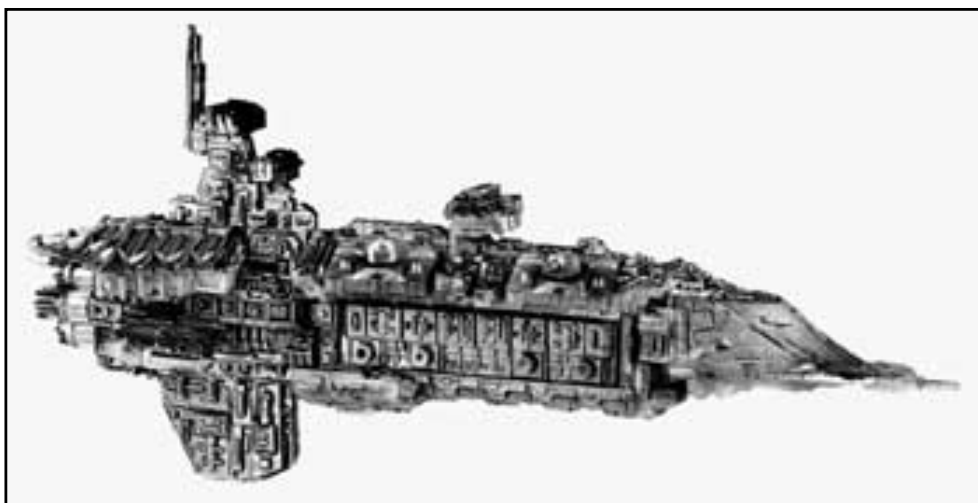
Next, replace the Vengeance's metal weapons batteries in the lower weapon positions with a plastic Imperial lance battery and a plastic Imperial weapons battery on both sides.

Now you should have a Grand Cruiser with launch bays on top, a lance battery and weapon battery in the lower 'hard points'.

Finally replace the Vengeance's metal bridge with either of the plastic Chaos bridges. Complete, one Retaliator class is ready to be sprayed and painted to match the rest of your Chaos fleet.

Note: You will need two Chaos cruiser weapon sprues and a Imperial cruiser weapon sprueto make this variant.

Vengeance Class Grand Cruiser

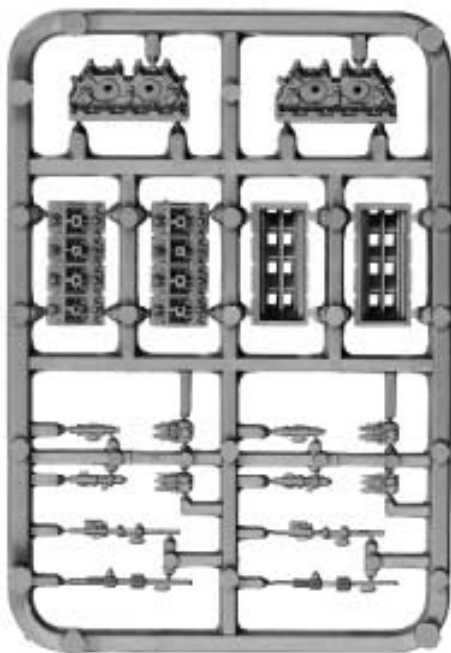


Complete Vengeance Class Grand Cruiser – £12.00

FBGM009

Complete Retaliator Class Grand Cruiser – £15.00

(Vengeance Model and 2 x Chaos Cruiser Sprues and 1 Imperial Cruiser Sprue)

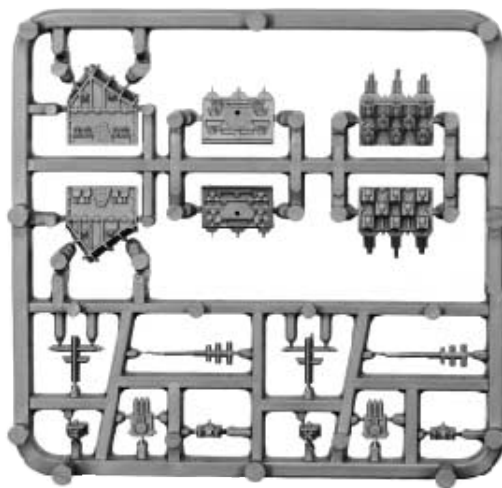


Imperial Cruiser Weapon Sprue –
£1.00

99390807002

Complete Avenger Class Grand
Cruiser – £14.00

(Vengeance Model and 2 x Chaos Cruiser Sprues)



Chaos Cruiser Weapon Sprue –
£1.00

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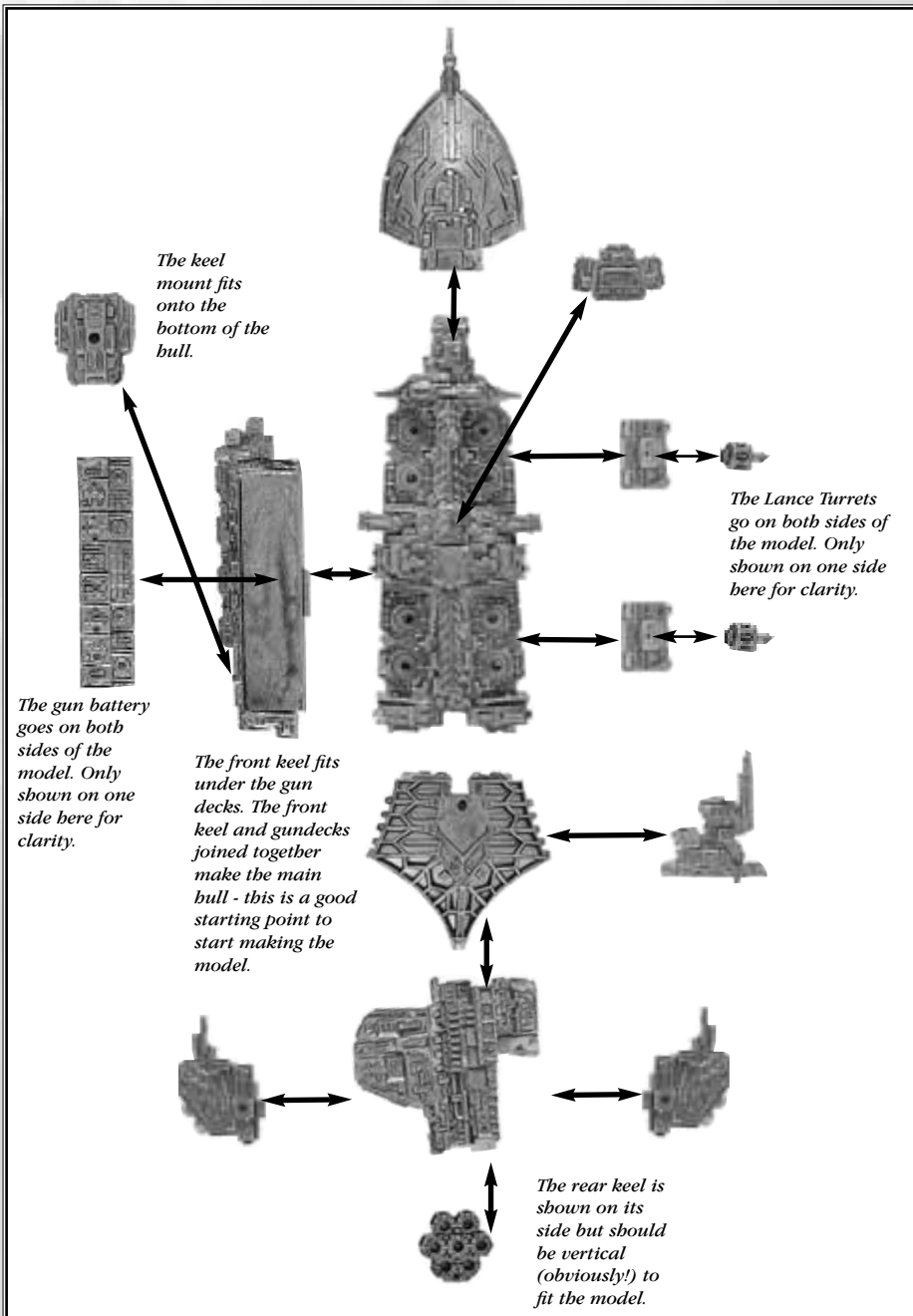
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Constructing your Vengeance Class



When you first get your Vengeance you will notice that it is nearly as many bits as a battleship. So after cleaning up all your parts the best place to start is by gluing (and pinning) the gun deck to the front keel. Once that is dry and solid it is wise to expand upon the hull by adding the unique prow and the rear keel.

The Keel mount is the next piece to be fixed as this helps secure the hull parts.

Once you have a solid hull structure you can then add the smaller parts like the rear wings, bridges and weapon fits.

John Manders, the designer of the Vengeance, has been exceedingly cunning in that the model can incorporate both sets of cruiser weapon sprues. This leads to literally hundreds of combinations.

The veins and antennae on the Cruiser sprues can also be added to give your ship a unique look.

As many Gothic players know, painting ships could not be easier. After undercoating simply drybrush the desired colour in three or four stages. Each colour slightly lighter than the last, you will find the brush does most of the work in bringing out the detail.